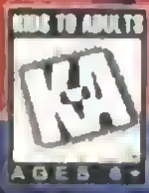
PANIC BOMBER™



VIRTUAL BOY

INSTRUCTION BOOKLET

VUE-VB0E-USA

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Thank you for selecting the **Panic Bomber**™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

⚠ WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

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CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

PANIC BOMBER

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The Story

The dark island of **Ever-Mist** is permanently enshrouded in a deep, dreary fog. Many adventurers have traveled there in quest of the legendary **Golden Statue of Bomberman**, but none have returned.

The legend states, "He or she who gathers together the **three celestial medals of power**, which lie on the island of Ever-Mist, shall open the gates and gain access to the statue."

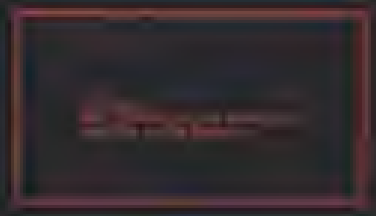
Learning this, Bomberman sets off on another great adventure!

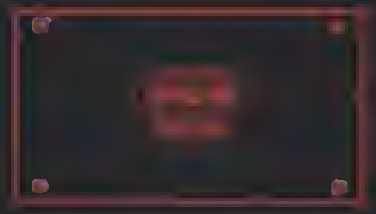
BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



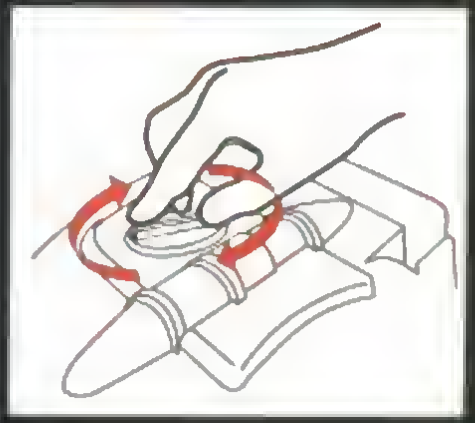


IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

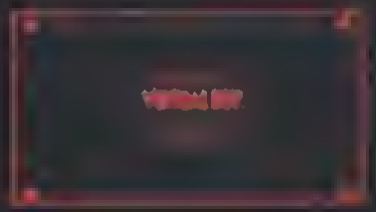
The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

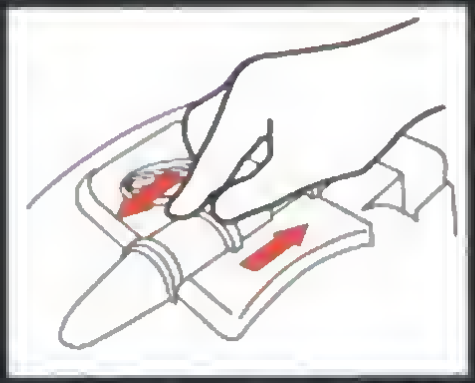
This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



During Game Play

To access the IPD and FOCUS Adjustment screen while playing the game, press the L and R Buttons simultaneously on the "won/lost" screen. After completing any necessary adjustments, press START to return to game play.

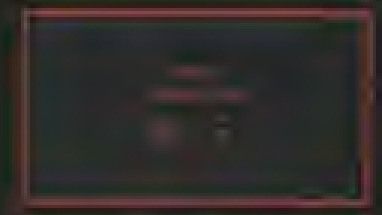


Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press START and the screen pictured at the right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L +Control Pad, then press START to begin the game demo. Pressing START again will advauce you to the game title screen.

After playing a Boss stage, every third stage, the game will present you with the Automatic Pause Screen. At this point, please take a break and rest.

Press START to restart the game.



BASIC CONTROLLER FUNCTIONS

LEFT +CONTROL PAD:

Move the cursor/Move the falling blocks.

RIGHT +CONTROL PAD:

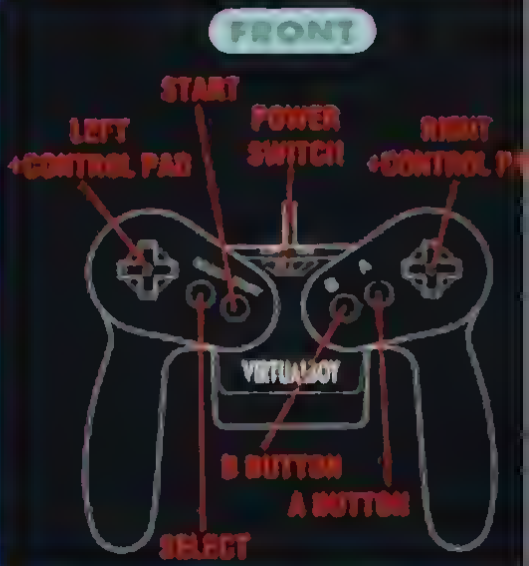
← Locks in menu selection/→ Cancels menu selection/← Rotates the blocks counter-clockwise/→ Rotates the blocks clockwise.

START:

Accept menu item/Start the game/Pause.

SELECT:

Cancels selected item.



A BUTTON:

Accept menu item/Rotates the blocks clockwise.

B BUTTON:

Cancels menu item/Rotates the blocks counter-clockwise.

L BUTTON:

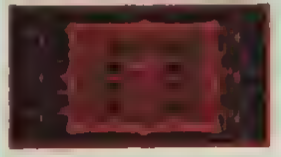
Rotates the blocks counter-clockwise.

R BUTTON:

Rotates the blocks clockwise.

STARTING THE GAME

After the Virtual Boy adjustment screens, the Title screen will appear. On the MODE SELECT screen, select and lock in GAME START. The next screen gives you a choice of which character set you will play with. Once you have chosen one, the game begins.



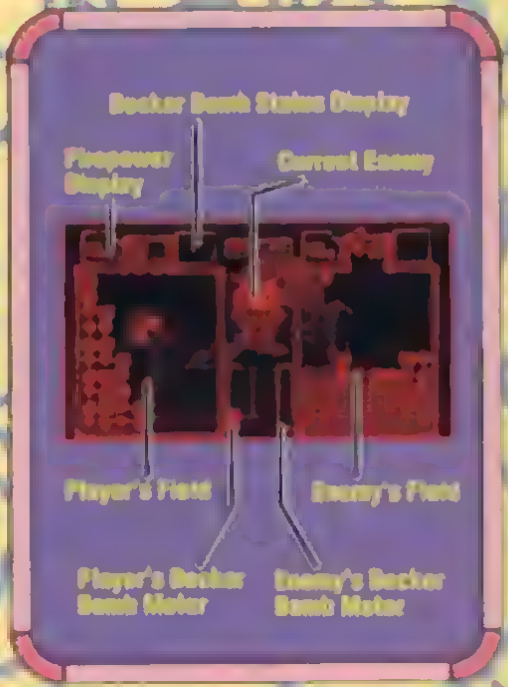
Use the Left +Control Pad to select GAME START and START to lock in the choice.

Choose which character set to play with. (See page 20).

LEVEL

Choose the difficulty level of the game, from "VERY EASY" to "HARD"

SCREEN EXPLANATIONS



PLAYING PANIC BOMBER

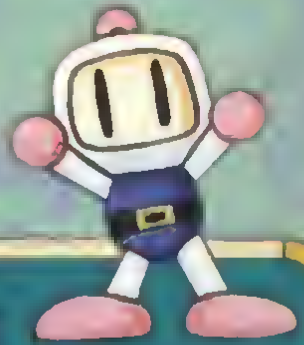
The blocks drop from the top of the screen in groups of three. They may be rotated or moved from side-to-side.

Once three of the same blocks are in a row vertically, horizontally or diagonally they disappear and an equivalent number of unlit bombs appear at the bottom of your screen.

Occasionally, a live bomb will drop in from the top of the screen. When these bombs touch other objects, they explode. Their explosions will set off any other bombs and scorched bombs in range, causing a chain reaction of bomb blasts!

After the explosion, a number of scorched bombs will appear at the bottom of your opponent's playing field.

When objects clog up the top center of the playing field, the game is over.



The more blocks you cause to disappear, the higher your Decker Bomb Meter will go. When the meter fills, a Decker Bomb will appear.

Dodger Bombs will clear a great deal of the clutter from your playing field.

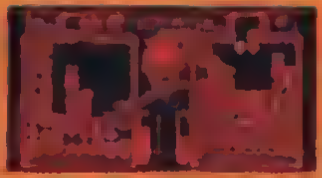
There are two power ups that occur during game play: Level Up and Flame Up.

Now that you understand the basics, it's off to the Island of Ever-Wait!

PLAYING IN SKULL MODE

In each setting on the island, you battle two locals and then a Boss. In Skull Mode you may use Skull Items during your battle. (There also is the Normal Battle Mode—see page 19).

In Skull Mode, bricks appear on the bottom of the screen instead of scorched bombs. If these bricks are blasted, they will turn into a random assortment of Skull Items. Skull Items will be displayed in Decker Bomb display.



Skull Items adversely effect the game play for your opponent for a limited amount of time.

Skull Mode is the default mode. You may switch modes on the Option Screen.

Skull Items appear when you blast the bricks!

The latest Skull Item to appear will cancel any current item.

EXAMPLES OF SKULL ITEMS

Interfering Bomber floats around the playing field disrupting normal play.

Speed Blocks increase the fall rate of objects entering the playing field.

Joystick reverses the functions of the +Control Pads.

Stop freezes everything in the playing field for five seconds.

Bomb turns the next object to enter the playing field into a Decker Bomb.

Brick-to-Bomb turns all bricks into unlit bombs.

Bomb-to-Boom lights the fuses of all the bombs in the playing field.

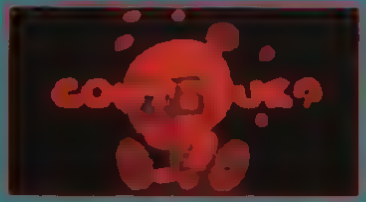
Block-to-Blank removes ALL the blocks from the playing field.

And much, much more!

THE CONTINUE & PASSWORD SCREENS

CONTINUE

The player will lose when the last blocks stack up to the top center of the playing field. After the "LOST" appears, the Continue screen will be shown. You may continue if you press either the A Button, START, or → on the Right +Control Pad before the countdown reaches zero. There is no limit to how many times you can continue.



PASSWORD

Each time you defeat a boss, you will receive a password. The password will be a set of four numbers. To re-start a previous game, choose PASSWORD from the main menu. Use the Left +Control Pad to enter the password. Press ↑ or ↓ to change the numbers; and ← or → to switch positions. Play resumes at the stage following the last Boss you defeated.

THE ITEMS

UNLIT BOMBS As you make blocks disappear, these will appear at the bottom of the playing field. On occasion, they will drop in from the top of the playing field.

LIT BOMBS These drop in from the top of the playing field and explode when they land. Their blast radius will set off any Unlit Bombs when caught within it.

SCORCHED BOMBS These appear in your enemy's playing field when you set off a lot of Unlit Bombs all at once. A bomb blast will clear them.

DECKER BOMBS These appear when your Decker Bomb Meter reaches the top. They blast away much of what is on your playing field.

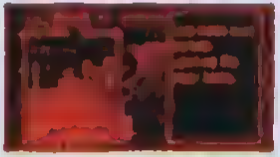
BRICKS These appear instead of Scorched Bombs when playing in Skull Mode. When blasted, they will turn into Skull Bombs.

ROCKS These appear in Skull Mode. Only a Decker Bomb can clear them from your playing field.

THE RULES & OPTIONS EXPLAINED

THE RULES

This mode explains how the game is played. On the main menu screen, choose "The Rules" and watch the explanatory demonstration.



OPTIONS

This mode allows the player to change the game settings. On the main menu screen, choose "Options" and alter them using the Left +Control Pad.

CONTRAST

Choose between ten degrees of screen contrast.

BOSS BATTLE

Choose between Skull and Normal modes.

BG SCROLL

Choose whether or not the backgrounds will scroll during game play. ON means they scroll, OFF means they do not.

THE BLOCKS

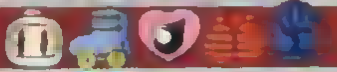
Choose between the five different sets of Blocks. Select the one you wish to play with before starting.

The Five Sets Of Blocks

Bomberman & The Locals
Bomberman and the inhabitants of the island of Ever-Mint

Bomberman
Five glorious rendertags of Bomberman

Bomberman & Friends
Bomberman and his friends from around the world



Bomberman & The Items
Bomberman and some familiar items

Symbols
Avoid confusion with these Blocks

THE CHARACTERS

BOMBERMAN

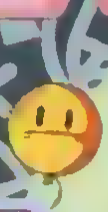
Here is the hero who always fights for justice. His goal is to bring back the Golden Statue of Bomberman.

MS. FLASHY

A greedy fellow adventurer who also seeks the Golden Statue of Bomberman. She is somewhere on the Island.

PARTZ

This Boss was built to win! Be aware of his organized attacks.



DRIFTY

Bomberman's first adversary. He hangs out in the Ruins.

ZACH

The Boss of the Ruins. He is the weakest of the Bosses.

THE SCARY RUINS

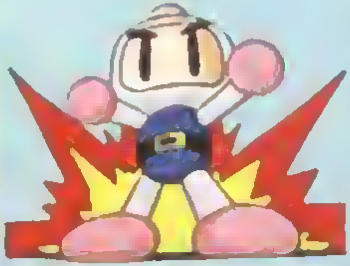
KRAKEN

Do not get too close, he goes for the throat.

TORAN THE GHOST

Scary and tenacious, he will not give up without a spirited fight.

DESERT OF DESOLATION
RAHTUT
Hiding amongst the pyramids and tombs, he will dazzle you with his royal wizardry.
TORAL THE ETHERAL
This ghost is Toran's powerful cousin. He commands the thunder!
THE SINISTER FOREST
CECIL THE TIGER
This hard-hitting Tiger will hammer you with chains of up to 16 groups of blocks.
AMORPHOUS-MAN
He will rack your little world.
DOOM CASTLE
COUNT DRACU-BOOM
Residing in Doom Castle, he is the ruler of the Island of Ever-Mist. He is both a deadly player and the guardian of the Golden Statue of Bomberman.



TIPS

The more Blocks you cause to vanish, the quicker your Decker Bomb Meter, the Level Up and Power Up rankings will increase. Additionally, you will get many more unlit bombs to work with.

The illustrations on the left show how to create Chain Reactions. The more chains you can make at once, the better. If you set off a chain of 4 groups, a variety of special events will rock your opponent!

PASSWORDS

IMPORTANT:

REV. B

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